AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1.   (Currently amended) A game system, comprising:

an image display device;

an input device for outputting a signal according to an operation by a player; and

a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying a game picture according to a proceeding situation of the game on the display device,

wherein the game control device is further configured for implementing the steps of:

displaying a route composed by arranging a plurality of squares as well as symbols representing attributes allocated to the respective squares on a screen of the display device;

determining a value to be obtained by a lottery based on the instruction of the player via the input device;

moving a character set as an object to be operated by the player along the route according to the value determined by the lottery;

controlling a peculiar value relating to event production corresponding to the attributes of the squares based on a stop position of the character;

controlling ~~appearance~~ materialization of at least one event production square on the route based on the peculiar value; and

producing an event relating to each of said at least one event production square under the condition that a particular one of said at least one event production square and the stop position of the character establish a predetermined relationship.

2.   (Previously presented) A game system according to claim 1, wherein an operation skill of the player for the input device reflects on determination of the value.

3.   (Currently amended) A game system, comprising:

an image display device;

an input device for outputting a signal according to an operation by a player; and

a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying a game picture according to a proceeding situation of the game on the display device,

wherein the game control device is further configured for implementing the steps of:

displaying a route composed by arranging a plurality of squares as well as symbols representing attributes allocated to the respective squares on a screen of the display device;

determining a value to be obtained by a lottery based on the instruction of the player via the input device, said step of determining including the steps of:

scrolling a row of numerical values in a predetermined range on the screen of the display device at a speed in a range that respective values can be discriminated, and

selecting the value to be obtained by the player from the row of the scrolled numerical values so that a constant relationship is established between timing that a predetermined stop operation as the instruction is performed on the input device and the determination of the value;

moving a character set as an object to be operated by the player along the route according to the value determined by the lottery;

controlling a peculiar value relating to event production corresponding to the attributes of the squares based on a stop position of the character;

controlling ~~appearance~~ materialization of at least one event production square on the route based on the peculiar value; and

producing an event relating to each of said at least one event production square under the condition that a particular one of said at least one event production square and the stop position of the character establish a predetermined relationship.

4.   (Previously presented) A game system according to claim 1, wherein the game control device is further configured for letting a game having a story relating to a predetermined theme proceed, and for letting the game proceed while the story is being changed in connection with a change in the position of the character on the route.

5.   (Previously presented) A game system according to claim 4, wherein the game control device is further configured, when a proceeding situation of the game satisfies a predetermined condition, for selecting an ending corresponding to the proceeding situation at that time from plural endings and presenting an image corresponding to the selected ending to the player via the display device.

6.   (Previously presented) A game system according to any one of claims 1 to 5, wherein the player's operation skill for the input device reflects on a result of the event.

7.   (Previously presented) A game system according to claim 6, wherein the game control device is further configured, when the character stops in a specified position on the route, for providing a practice environment of a game to be executed as the event to the player.

8.   (Previously presented) A game system according to claim 6, wherein the game control device selects the ending in connection with an experience in the event up to the ending.

9.   (Currently amended) A game system, comprising:

an image display device;

an input device for outputting a signal according to an operation by a player; and

a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying a game picture according to a proceeding situation of the game on the display device,

wherein the game control device is further configured for implementing the steps of:

displaying a route composed by arranging a plurality of squares as well as symbols representing attributes allocated to the respective squares on a screen of the display device;

determining a value to be obtained by a lottery based on the instruction of the player via the input device;

moving a character set as an object to be operated by the player along the route according to the value determined by the lottery;

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controlling a peculiar value relating to event production corresponding to the attributes of the squares based on a stop position of the character;

controlling ~~appearance~~ materialization of at least one event production square on the route based on the peculiar value; and

producing an event relating to each of said at least one event production square under the condition that a particular one of said at least one event production square and the stop position of the character establish a predetermined relationship, wherein when the character stops one of the squares, the peculiar value relating to the event production corresponding to the attribute of the square where the character stops by a predetermined amount is increased, and when the peculiar value reaches a predetermined value, the at least one event production square corresponding to the peculiar value is allowed to appear on the route.

10.   (Previously presented) A game system according to claim 1, wherein the game control device produces an event relating to the at least one event production square under the condition that the character stops on the at least one event production square.

11.   (Currently amended) A computer readable storage medium into which a program for executing a game by referring to an output from an input device of a game system and displaying a game picture according to a proceeding situation of

the game on a screen of a display device of the game system is recorded, wherein the

program allows a computer provided in the game system to perform the steps of:

displaying a route composed by arranging a plurality of squares as well as

symbols representing attributes allocated to the respective squares on the screen of

the display device;

determining a value to be obtained by a lottery based on the instruction of the

player via the input device;

moving a character set as an object to be operated by the player along the

route according to the value determined in said step of determining a value;

controlling a peculiar value relating to the event production corresponding

to the attributes of the squares based on a stop position of the character;

controlling ~~appearance~~ materialization of at least one event production square

on the route based on the peculiar value; and

producing an event relating to each of said at least one event production

square under the condition that a particular one of said at least one event production

square and the stop position of the character establish a predetermined relationship.